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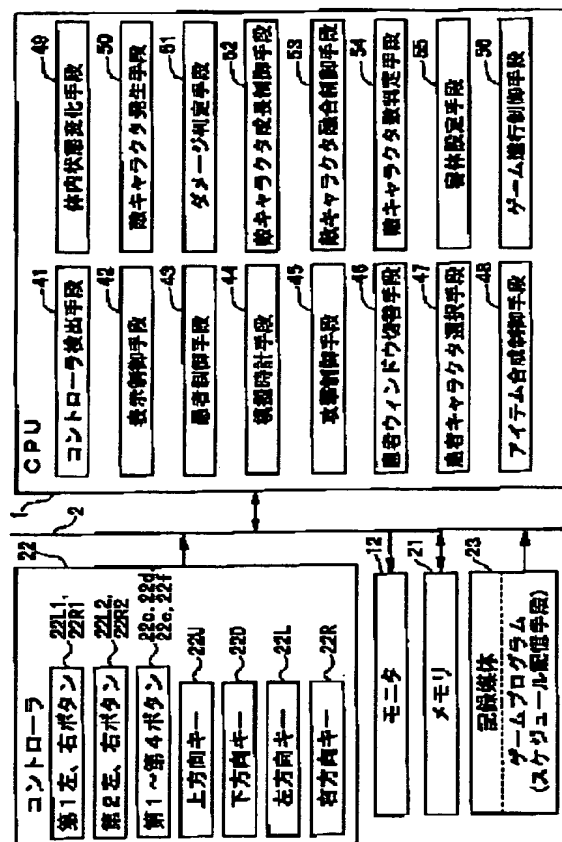
APPLICATION DATE : 29-06-98
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APPLICANT : KONAMI CO LTD;

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TITLE : VIDEO GAME DEVICE, METHOD FOR CONTROLLING DISPLAY OF VIDEO GAME, AND READABLE STORAGE MEDIUM STORING VIDEO GAME PROGRAM



ABSTRACT : PROBLEM TO BE SOLVED: To increase the diversity of a video game by making it possible for a main role character to cause damage to enemy characters while using no weapon items until a predetermined time elapses since the time of generation of the enemy characters.

SOLUTION: First and second virus characters are generated by an enemy character generation means 50 at a frequency matching the level of the strength of each organ model at each square in a preset position within the body of a patient character, and a damage determination means 51 is set to determine that for a while after the virus characters have been generated, a main role character does not fight using weapon items but is suffered with a predetermined amount of damage and defeated simply when approaching nearby positions.

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